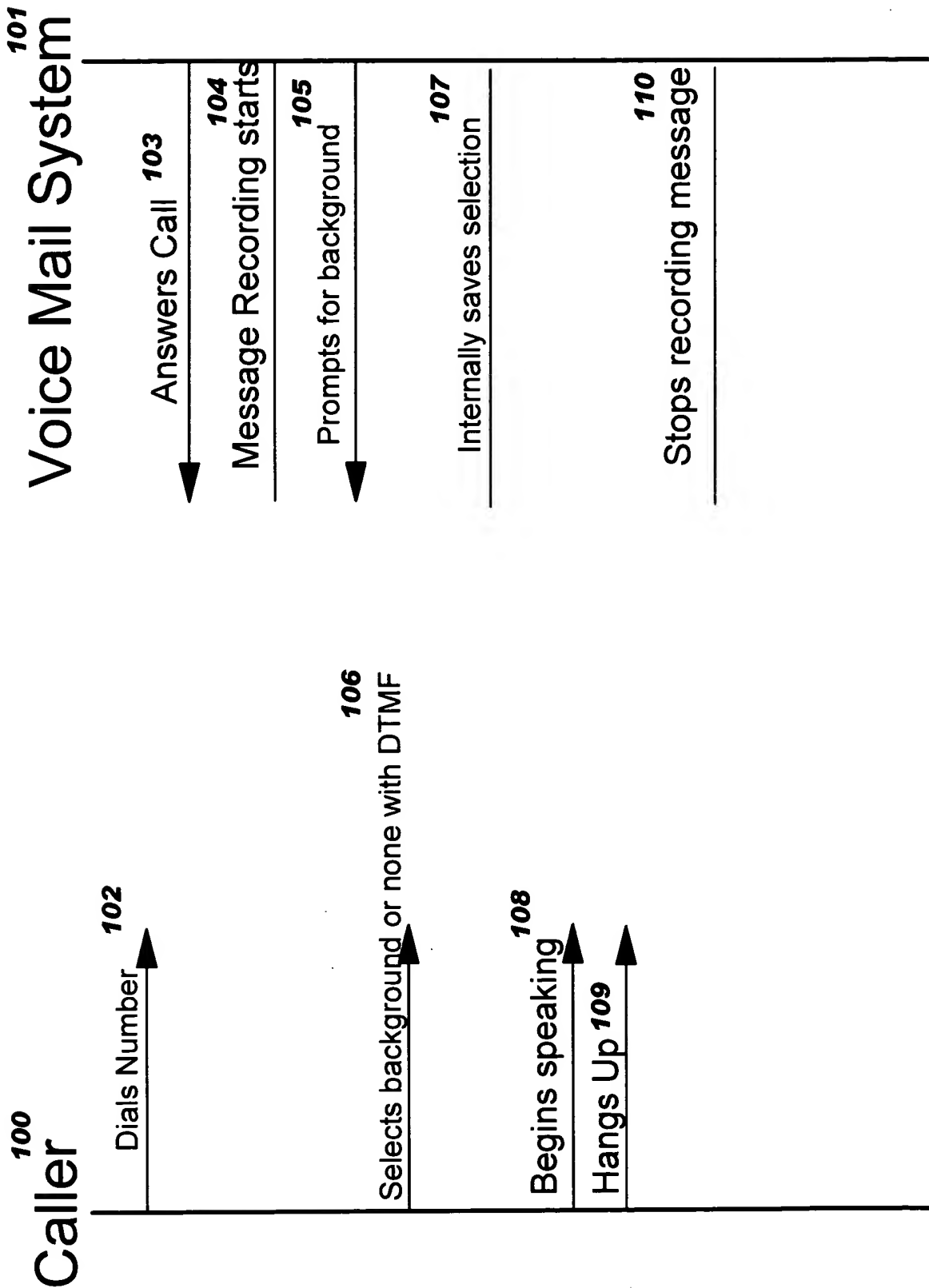


FIG. 1A



# Voice Mail System<sup>101</sup>

FIG. 1B

Caller <sup>100</sup>

Dials Number <sup>102</sup>

Selects background or none with DTMF <sup>106</sup>

Begins speaking <sup>108</sup>

Presses \* <sup>120</sup>

Selects background or none with DTMF <sup>122</sup>

Begins speaking <sup>124</sup>

Hangs Up <sup>109</sup>

Answers Call <sup>103</sup>

Message Recording starts <sup>104</sup>

Prompts for background <sup>105</sup>

Internally saves selection <sup>107</sup>

Prompts for background <sup>121</sup>

Internally saves selection <sup>123</sup>

Stops recording message <sup>110</sup>

FIG. 1C

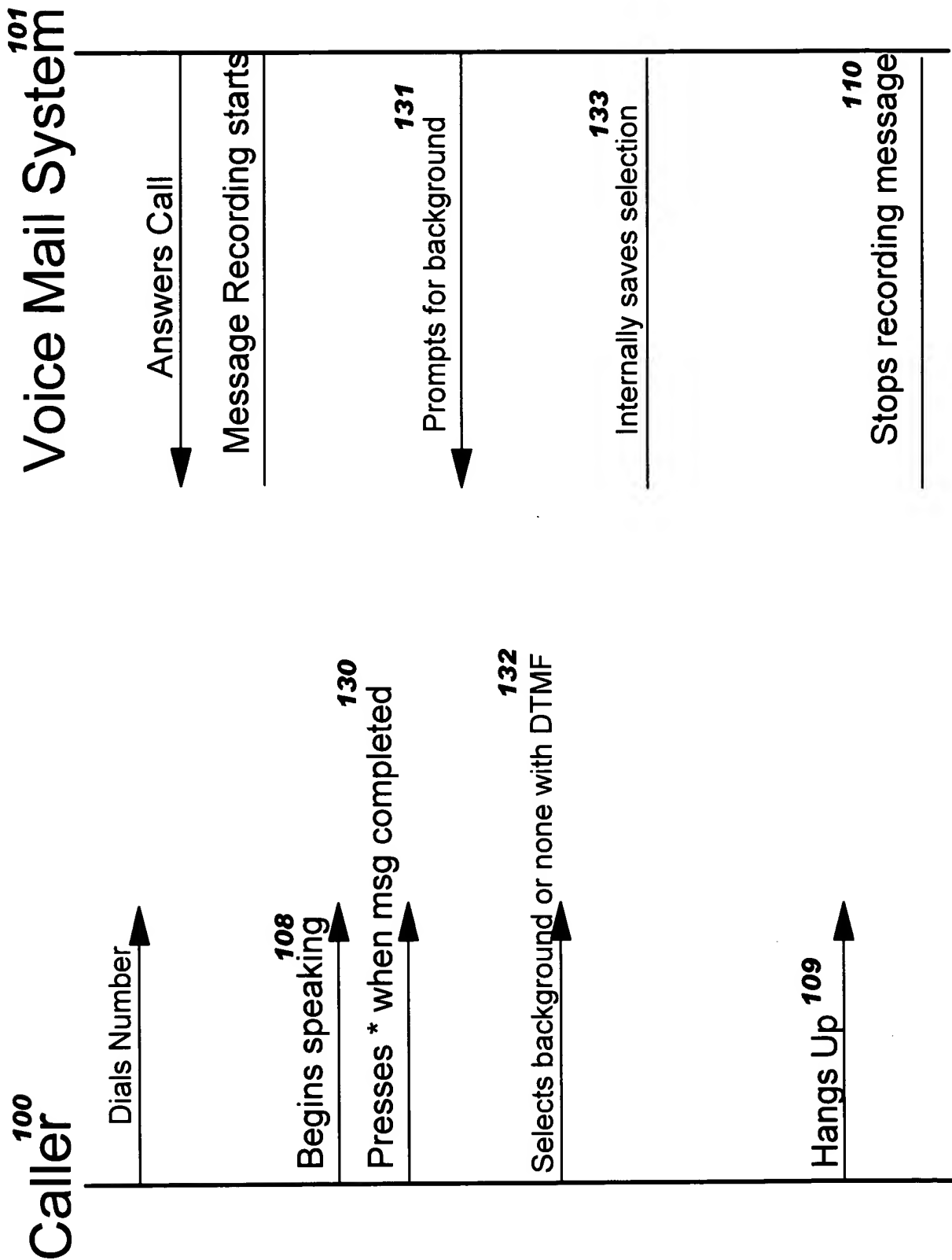


FIG. 1D

Voice Mail System<sup>101</sup>

Caller <sup>100</sup>

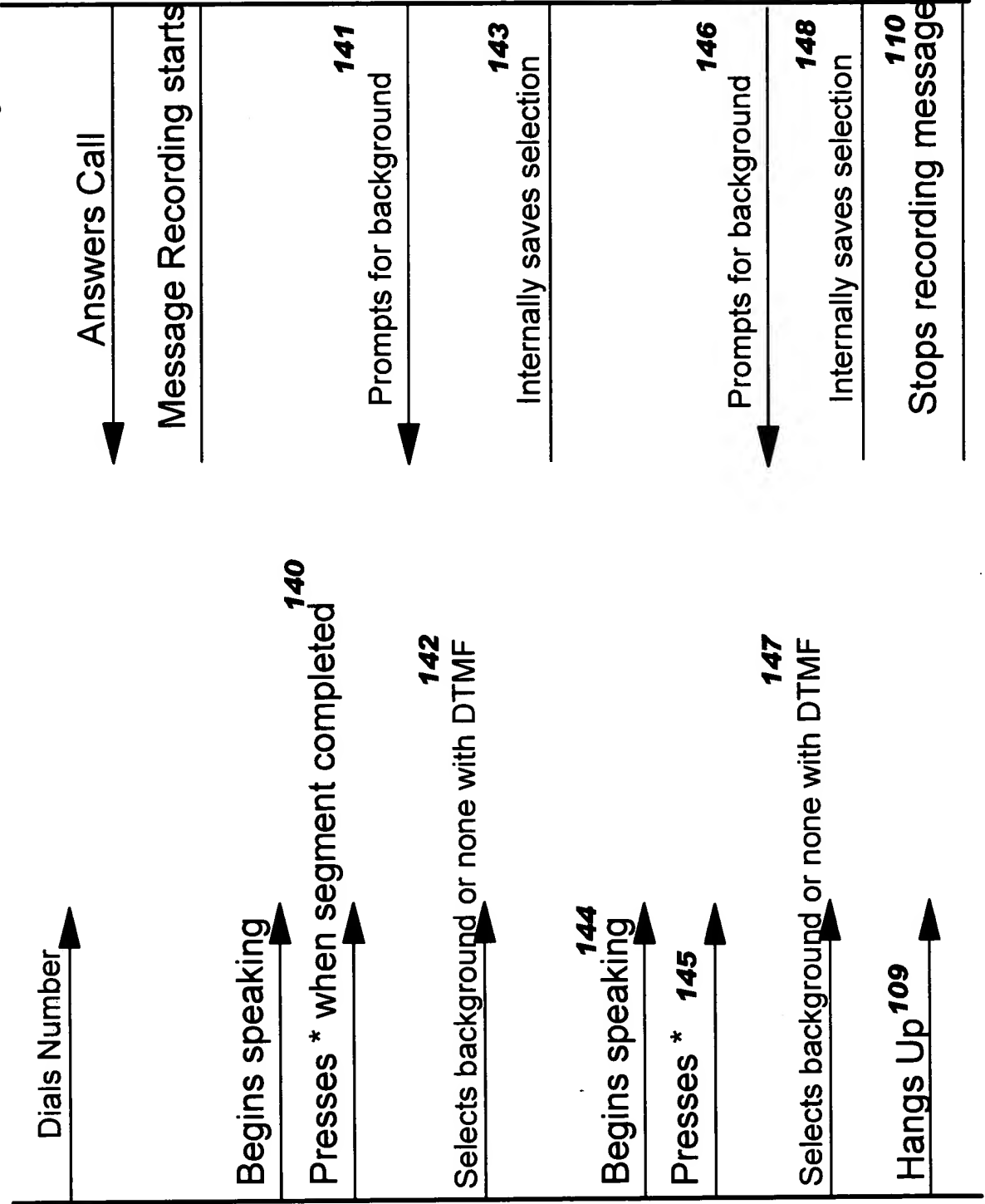
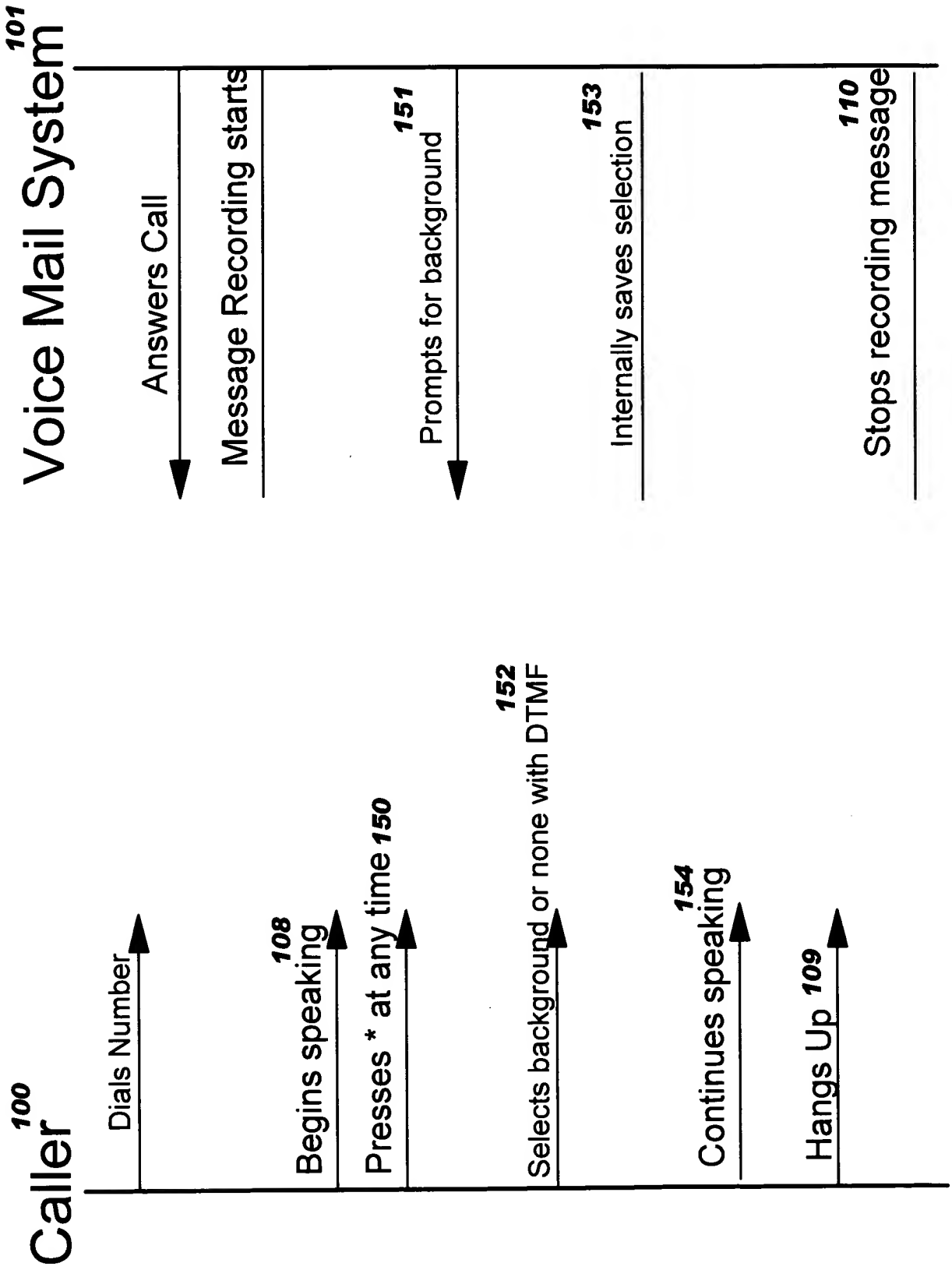


FIG. 1E



Caller 100 Voice Mail System 101

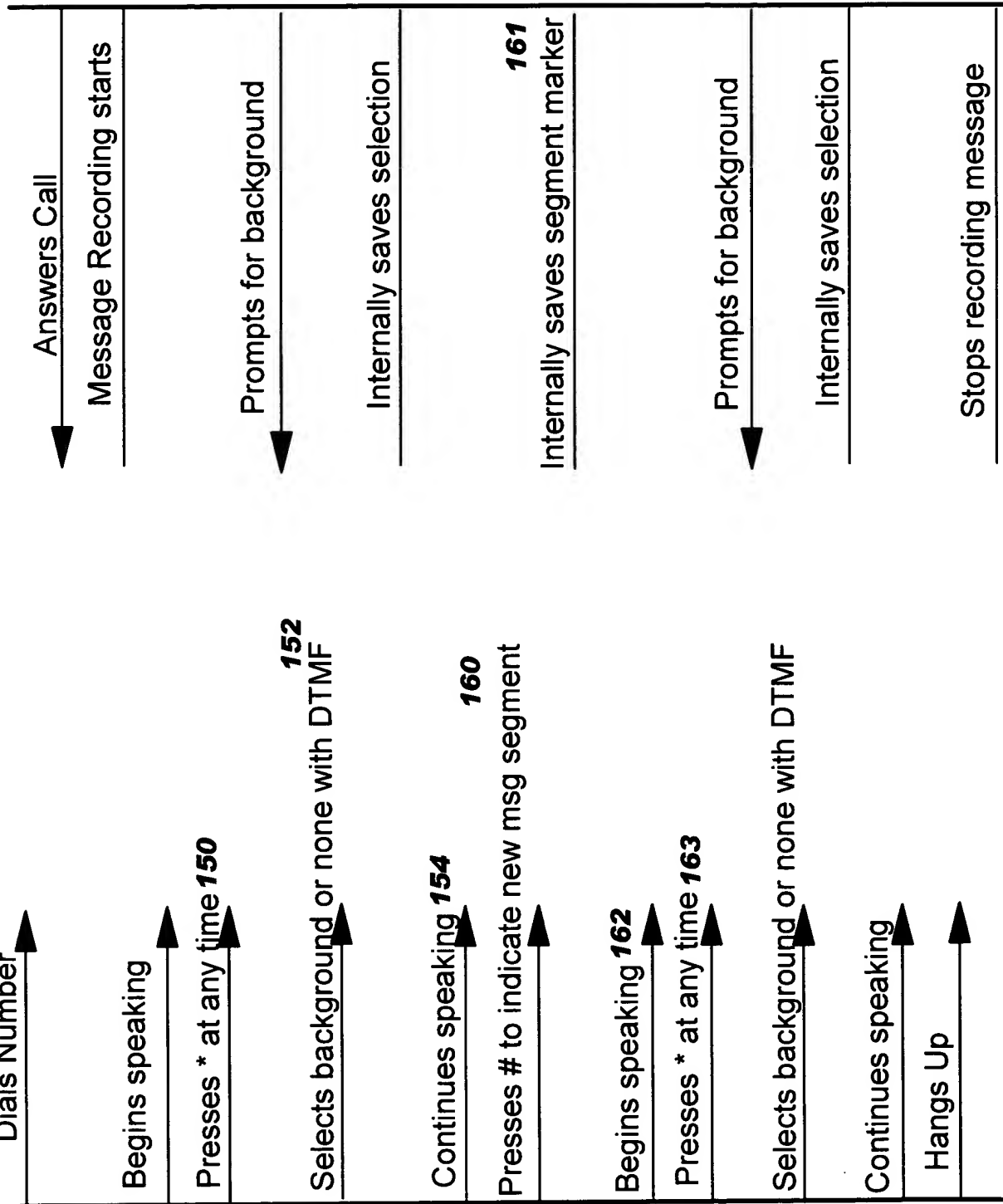


FIG. 2A

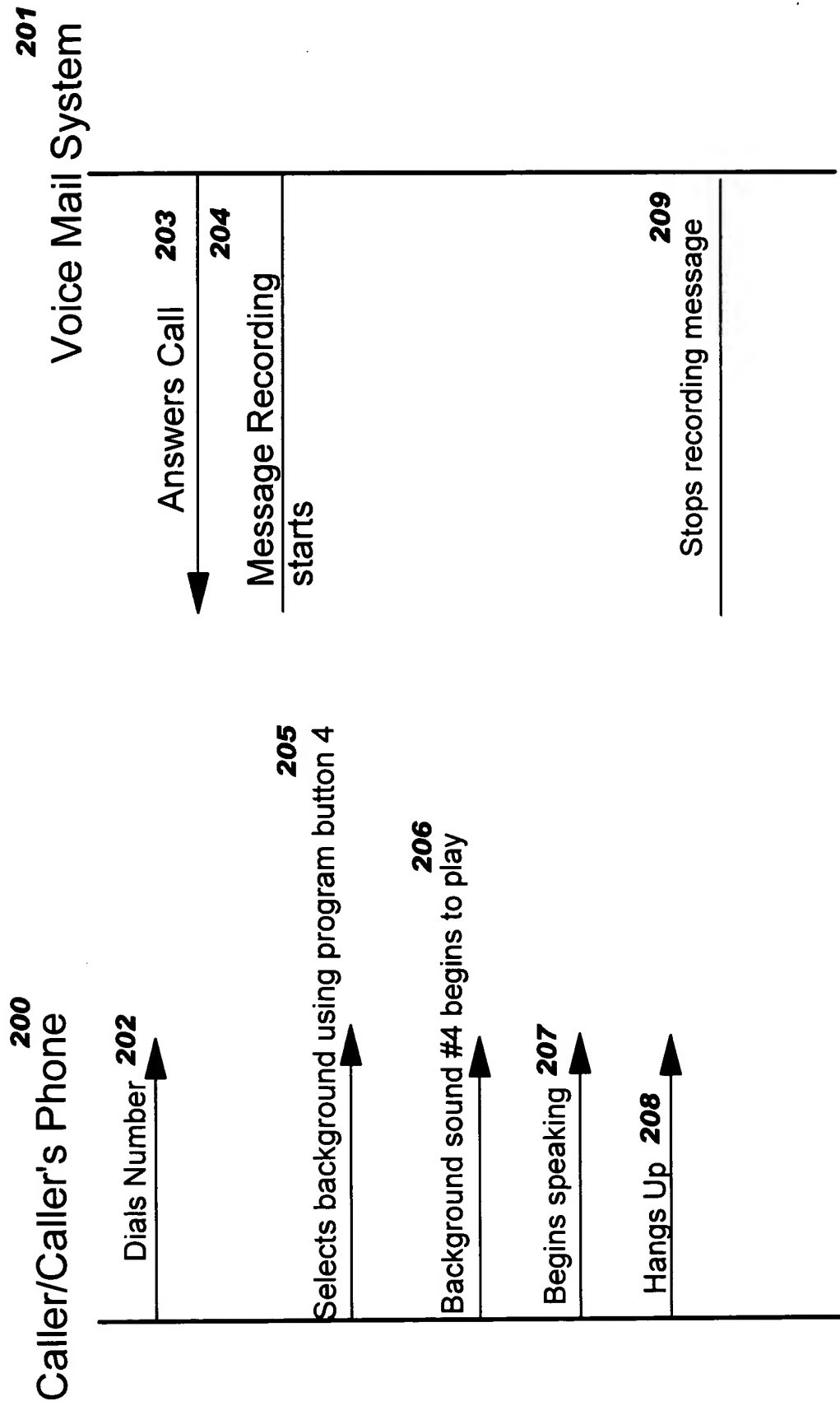


FIG. 2B

Caller/Caller's Phone 200

201  
Voice Mail System

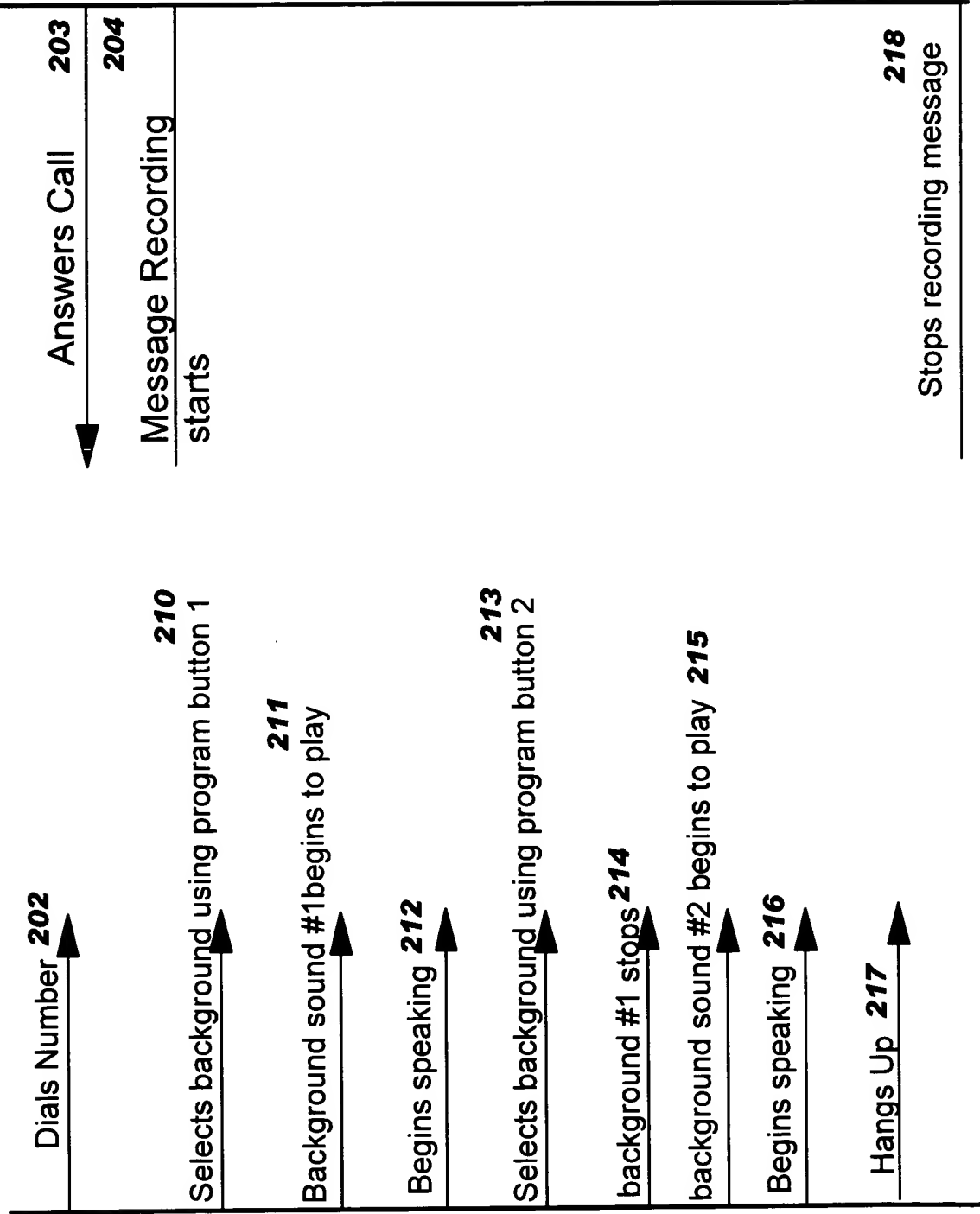




FIG. 2C

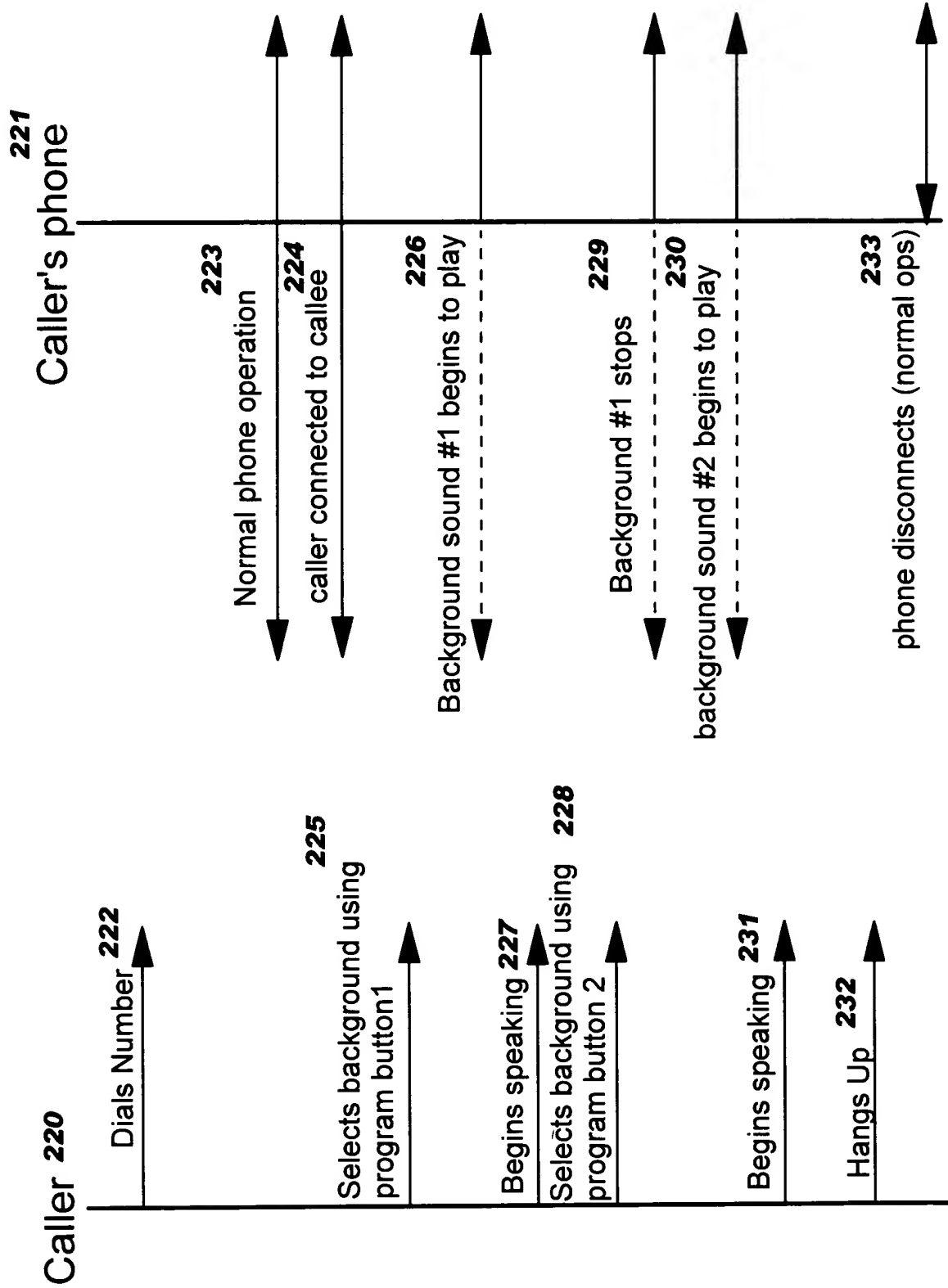


FIG. 3

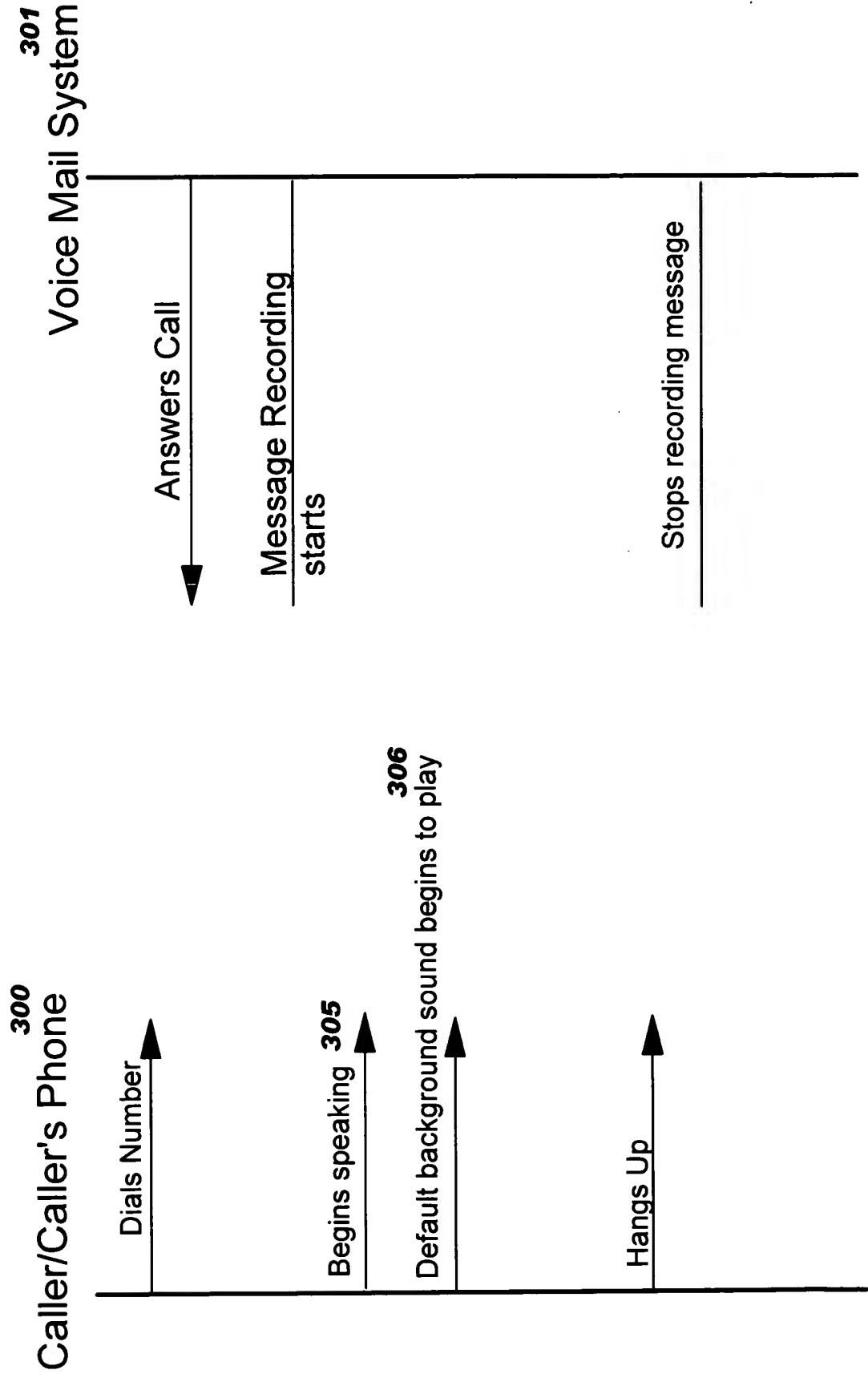


FIG. 4A

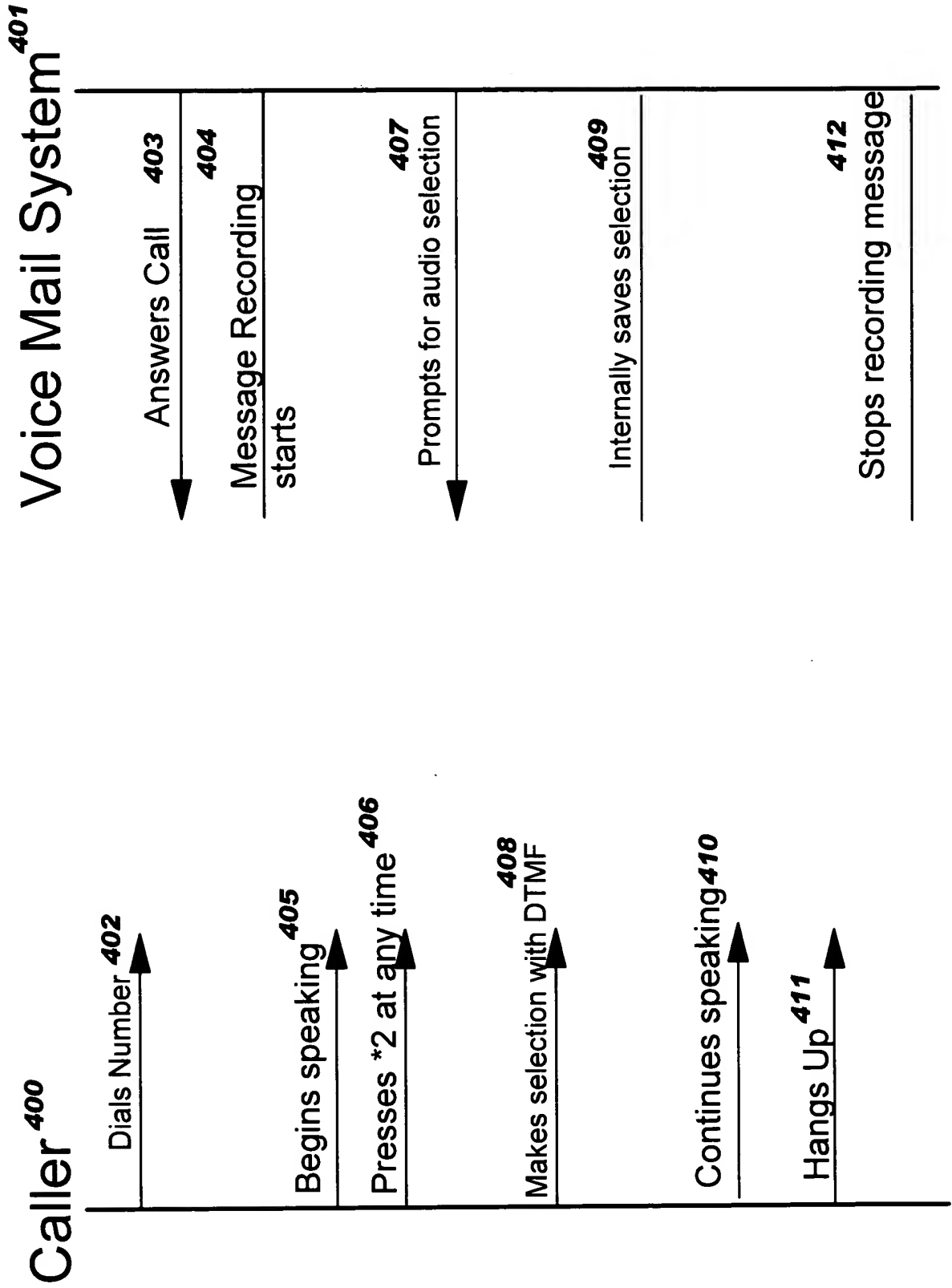


FIG. 4B

Voice Mail System 401

Caller 400

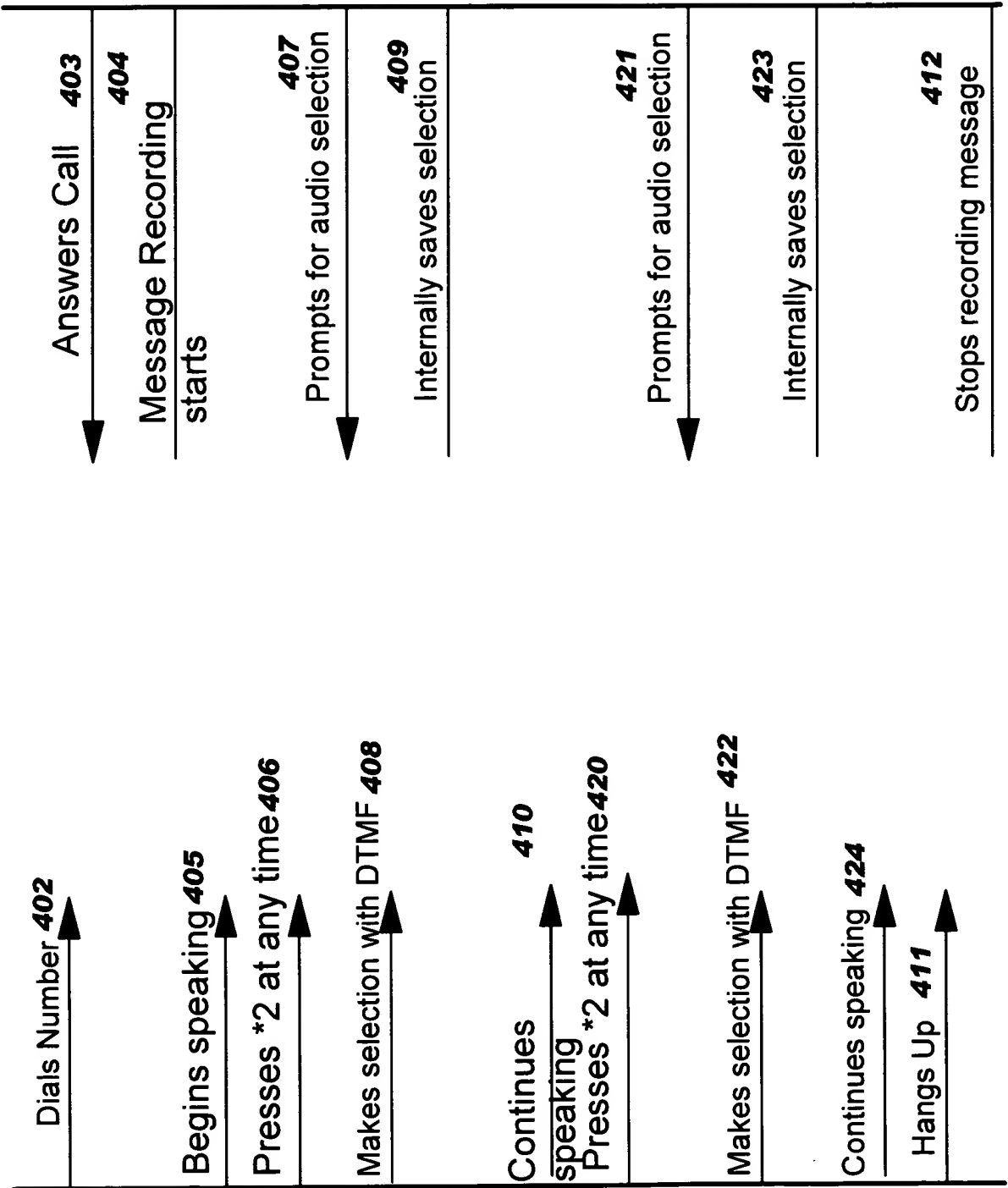


FIG. 5



FIG. 6A

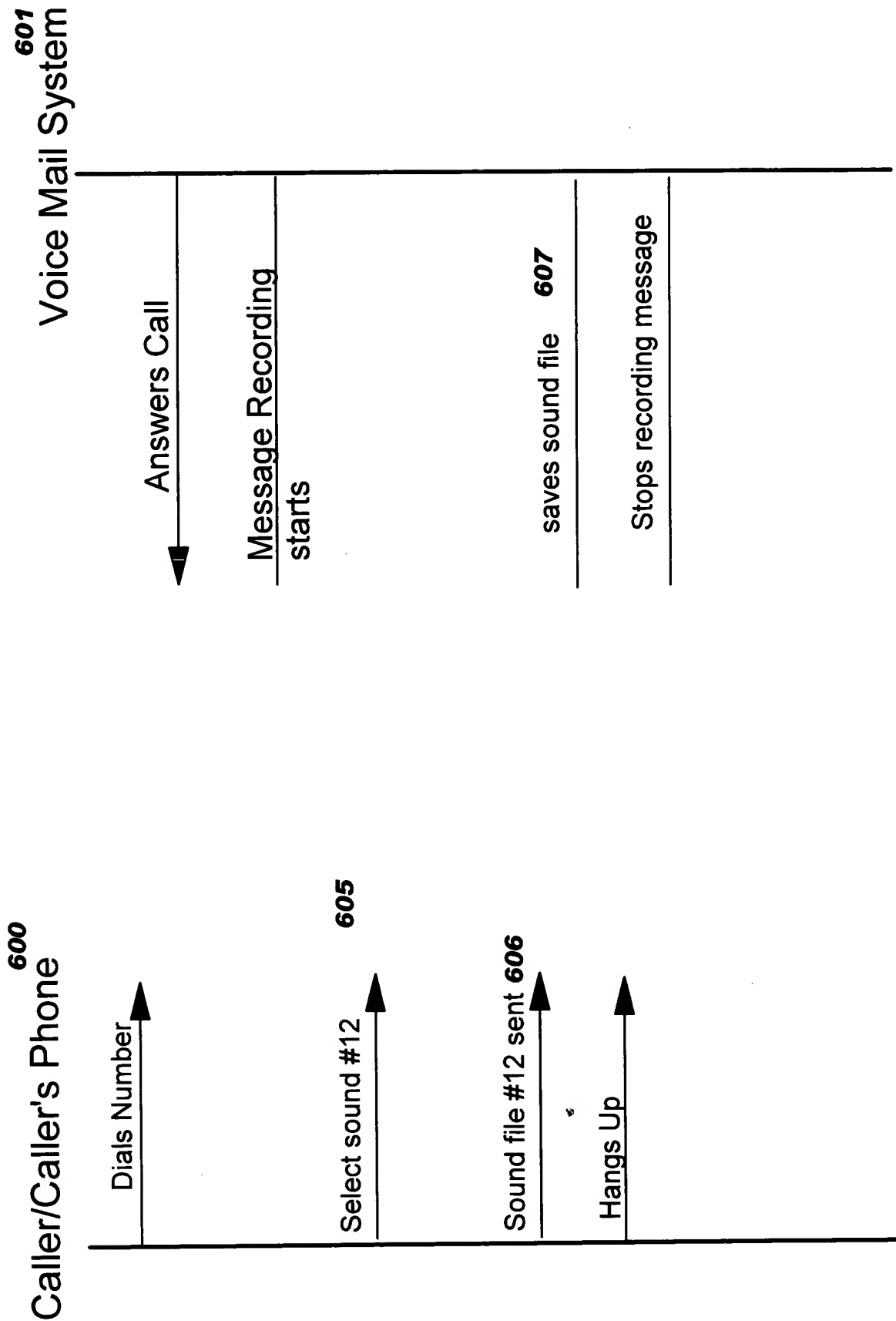


FIG. 6B

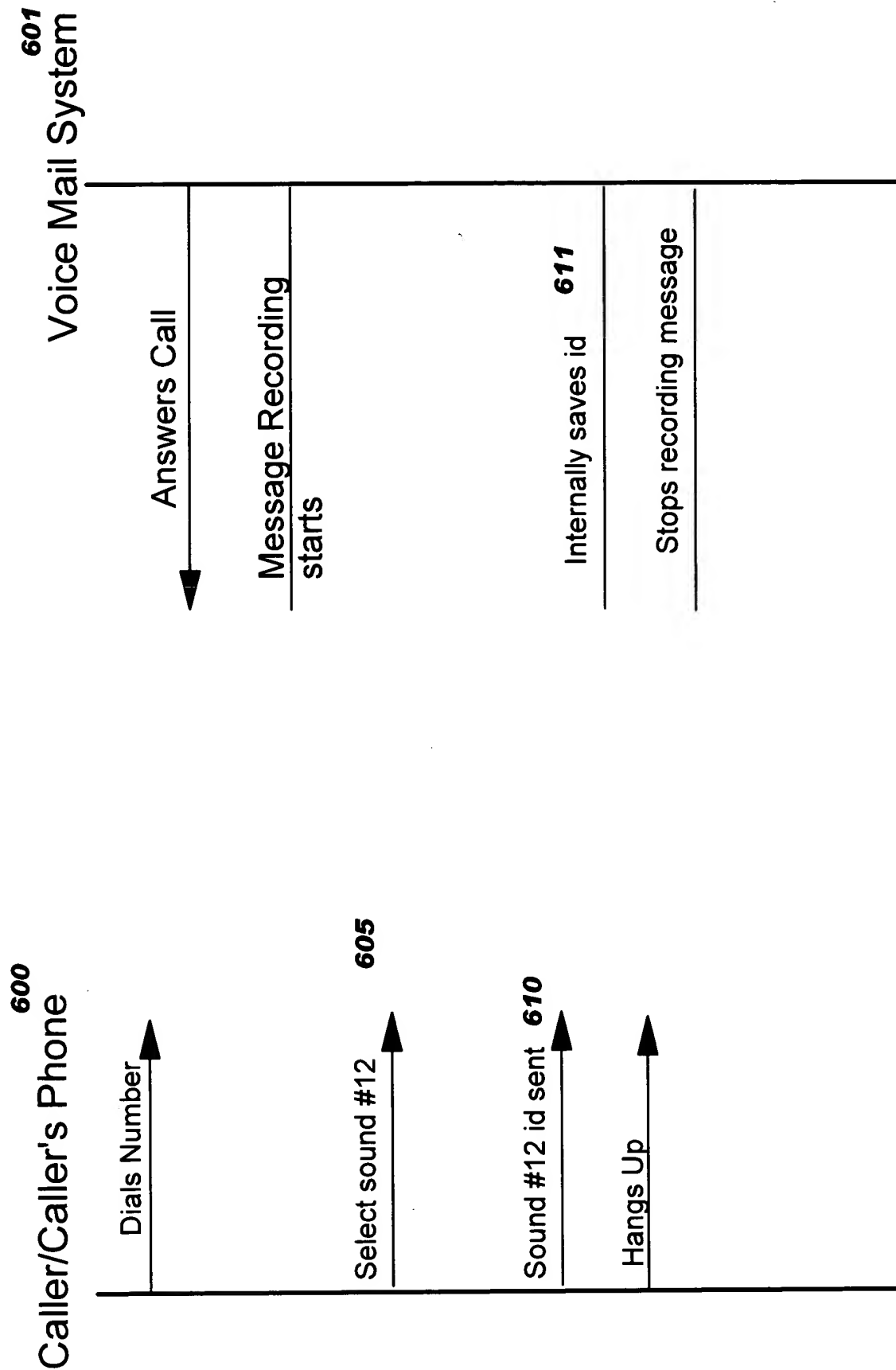
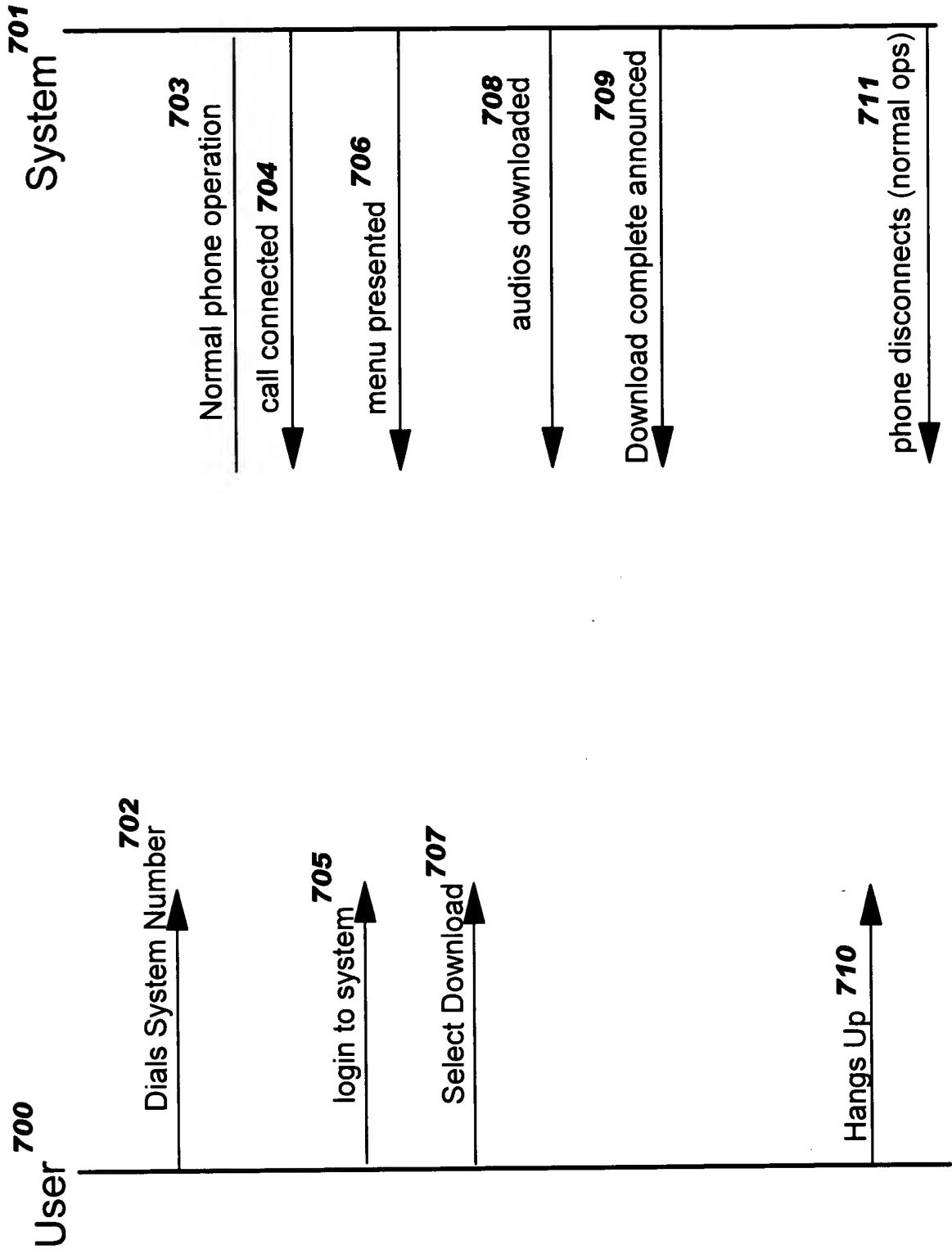


FIG. 7A





**FIG. 7B**

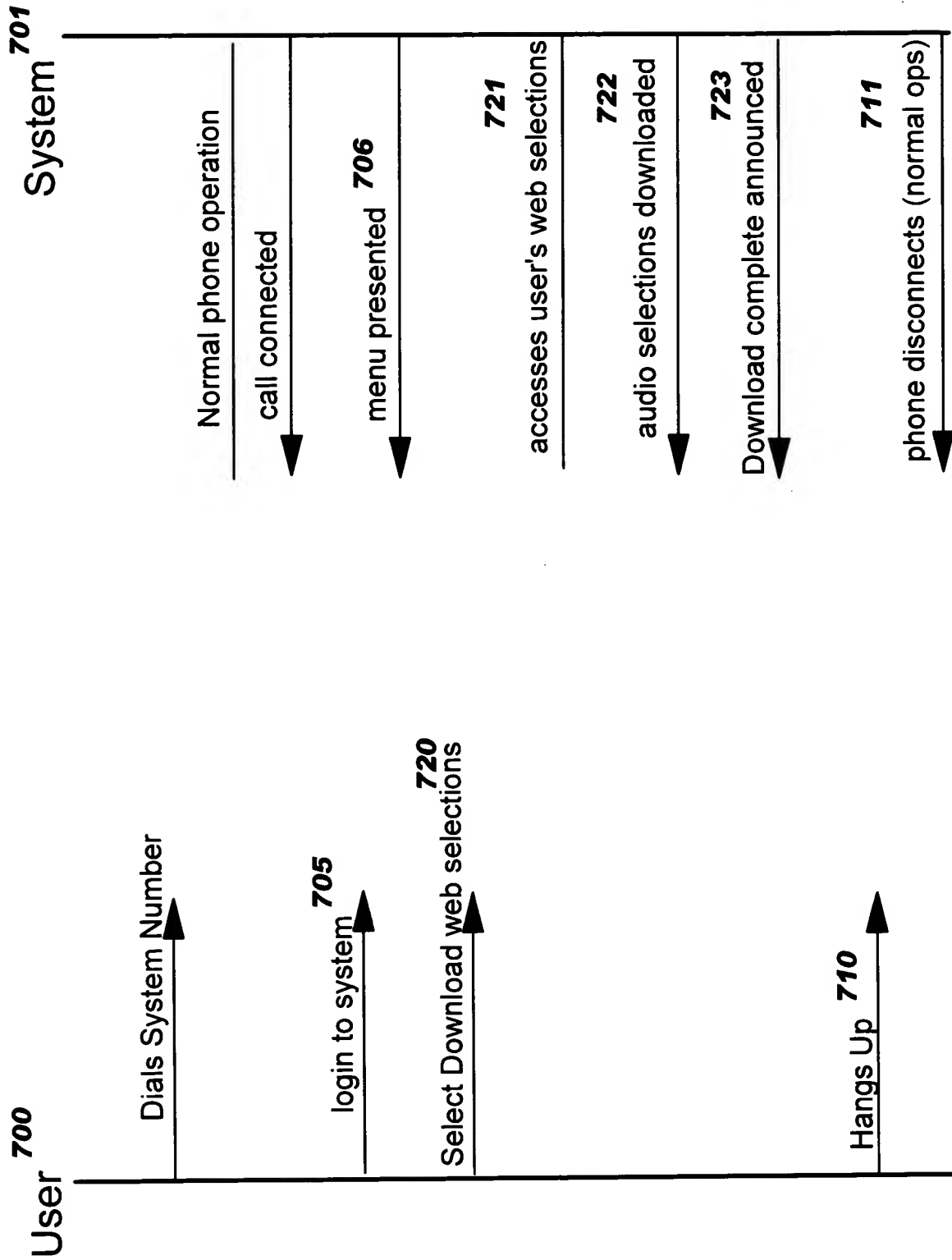


FIG. 8

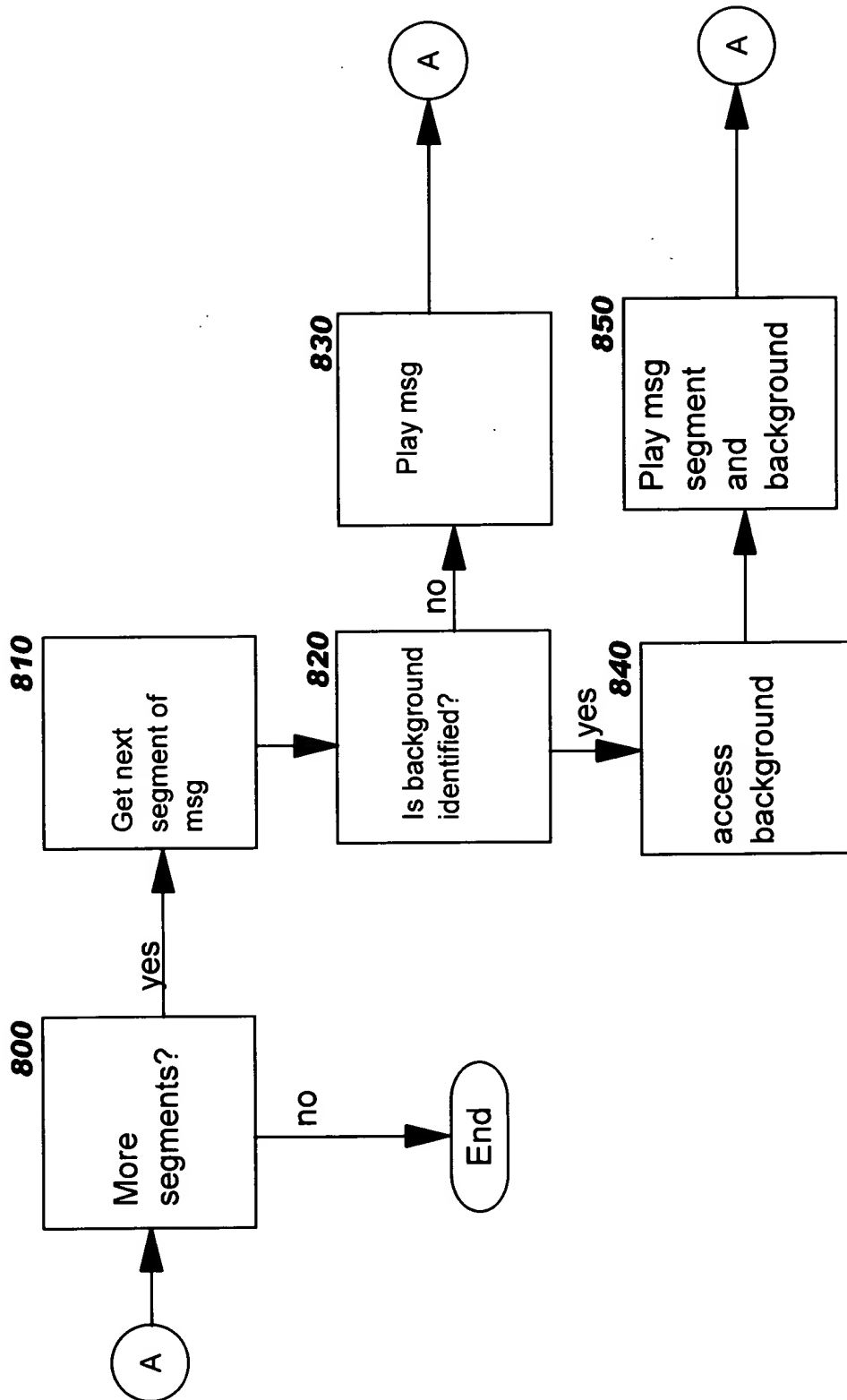


FIG. 8

FIG. 9A

**Message Segment Data Structure 900**

Message segment number  
Background selection number  
User message

**Example code:****910**

#define MAX\_NUM\_VOICE\_SEGMENTS 500

Struct msg\_struct **920**

{

Int segment\_number; /\* this field is not necessarily required \*/  
Int background\_selection\_number;  
FILE \*msg; /\* could be a .wav file \*/

}

**930**

Struct msg\_struct voice\_msg[MAX\_NUM\_VOICE\_SEGMENTS]

FIG. 9B

# **Message Segment Data Structure** <sup>940</sup>

- Message segment number
- Selection type
- Selection number
- User message (only valid if selection type is not an audio file)

## **Example code:** <sup>950</sup>

```
#define MAX_NUM_VOICE_SEGMENTS 500
```

```
Struct msg_struct 960
```

```
{
```

```
    Int segment_number; /* this field is not necessarily required */
```

```
    int selection_type; /* this is 1 = background, 2 = audio file */
```

```
    Int selection_number;
```

```
    FILE *msg; /* could be a .wav file - will be null for audio file */
```

```
}
```

```
Struct msg_struct voice_msg[MAX_NUM_VOICE_SEGMENTS] 970
```